



CITY OF CHESTERFIELD ADULT SOFTBALL RULES 2024

The City of Chesterfield's leagues will follow current USA Softball rules with the following modifications

Section 1 - Chesterfield Valley Athletic Complex Rules (for all leagues)

1. Teams are responsible for following ALL Chesterfield Valley Athletic Complex Rules and Regulations, including, but not limited to, the rules listed below. To receive a listing of all rules, please contact the league supervisor.
2. The City of Chesterfield reserves the exclusive right to all concessions and vending. No outside food and/or beverages may be brought into the athletic complex.
3. No food or drinks are allowed on the playing territory of the field.
4. If a player is caught urinating anywhere in the park besides the restrooms, the team will be removed from the league.
5. Teams may only play on designated league field(s). Warm-ups are restricted to league field(s) and areas adjacent to the league field(s).
6. Hitting into fence ("soft toss") is prohibited.
7. This complex is "SMOKE FREE". No smoking is allowed. This includes the use of e-cigarettes or "vaping"
8. Sportsmanship conduct is to be followed at all times by all players.
9. All Games are played on Turfed infields. **NO METAL CLEATS ALLOWED**
10. Pitching screens will be provided for MANDATORY use. Ball that strikes the screen will be a dead ball, foul ball. No runners advance. Example: Batter has 1-1 count, swings and hits screen, now has 1-2 count. Batter has 1-2 count, swings and hits screen, that makes strike 3 and the batter is out.

The following rules will supplement or supersede any rules listed in the Official USA Softball Rule Book:

Section 2 - League Rules (for all leagues)

1. Matching uniforms are not required. All players must wear shirts and shoes during the game. Rubber cleats or tennis shoes are allowed. Metal cleats are prohibited. Any player wearing metal cleats will be ejected from the game.
2. Each team manager (or acting manager) must identify himself/herself as such to the umpire before the start of the game. Managers (or acting managers) are responsible for the conduct of their team ON and OFF the field and for team conformance to all facility rules.
3. A 'Strike Mat' will be used in all games. For information on what constitutes a legal pitch please refer to the USA Softball rule book.
4. The home team will be the team listed second in the matchup on the schedule (double headers). Home teams during a tournament/playoff will be the team that is the higher seed.

5. The home team will keep the official score, but the visiting team team's score will be official in the absence of a home team scorer. It is the responsibility of the other team to check the score after each inning.
6. Games will consist of seven (7) innings, time permitting. No new inning may start more than 55 minutes after the starting time of the game. Any inning in progress will be completed; a game, which is tied after seven (7) innings or after the time limit (whichever occurs first), will remain a tie.
7. For the first game in the night, a team must have at least eight (8) players present to take the field no later than five (5) minutes after game time, or forfeit the game. No additional penalties will be enforced for having only eight (8) players. If neither team has the minimum number of players, the game will be scored as a "double-forfeit".
8. A late arriving tenth player may be added at the end of the line up at any point in the game. Late arrivals beyond the tenth may be added at the end of the line up until the leadoff batter has begun the second turn at bat, otherwise they may be used as substitutes only.
9. The homerun rule will apply; each team will be allowed five homeruns. Any homerun hit after the team has reached its limit will result in an out. Players are not required to run the bases when an over-the-fence homerun is scored. **Once both teams have reached five (5) home runs, either team can go up one (1) home run.**
10. If a team is ahead by 10 runs after five official innings the team that is ahead will be declared the winner. In the case of the run rule being enforced the teams will be allowed to scrimmage until 10 minutes prior to the next game and the umpire will not officiate.
11. **Each team must submit a roster, with a maximum of twenty (20) players prior to the start of the first game.** Failure to complete a roster by the stated deadline will result in forfeiture of any protested game, and the loss of opportunity to participate in subsequent seasons. Roster changes will be allowed up to the start of each team's third week. After this time, changes may be made only for medical reasons or if a player moves out of town. All roster changes must be made in writing (via e-mail, fax or mail), and sent to the Parks and Recreation Department office. They cannot be made to the umpire. A player must appear on the roster in order to legally-participate in a game. All players must have a picture ID at each game to establish their identity. Failure to provide such ID during a roster-protest will be grounds for forfeiture. **Players are only allowed to be on one team roster per league.**
12. All league standing ties will be decided as follows: (a) Team with least forfeited losses; (b) Head-to-head record between teams involved; (c) Run differential between teams involved during head-to-head games; (d) Most total runs scored during league play; (e) Least total runs allowed during league play; (f) Coin toss.
13. Should any team forfeit three (3) calendar dates and/or drop from the league, they will be eliminated for the entire season. All remaining games and fees will be forfeit and no substitute team will be accepted.
14. Any person who instigates a fight, provokes a physical confrontation, deliberately injures, or attempts to injure another player or umpire will be ejected from the game and the team's next scheduled game, and may be suspended for additional games up to, and including the remainder of the season.
15. Any player participating in, or continuing in, an outbreak of physical violence, who did not necessarily instigate such action, will be ejected from the game and the team's next scheduled game, and may be suspended for additional games up to, and including the remainder of the season.
16. Players who show signs of inebriation, will be removed immediately from the game, and will be suspended for one additional game for the first such occurrence, and three games for a second such occurrence.

17. Players who intentionally throw or fling bats into backstops, fences or dugouts will be ejected from the game.
18. Abuse of umpires will not be tolerated. Any player, manager, or coach ejected from the game for abuse of an umpire will be suspended from his/her team's next game. Failure to honor this suspension will result in suspension for the remainder of the season. A second ejection for abuse of umpires in the same season will result in the player, manager, or coach being suspended for the remainder of the season.
19. Teams may use one (1) courtesy runner per inning. The courtesy runner can be **any player**. NOTE: If at any time the courtesy runner's batting position is due up when he/she is on base as a courtesy runner, an OUT will be recorded, and no substitution can be made at this time. A second courtesy runner will only be allowed if a player is injured during the play and cannot continue with the game.
20. Protest Procedure: The manager will notify the umpire of the protest prior to the next pitch. The umpire will inform the opposing team's manager of the protest. The manager will submit a formal letter to the Chesterfield Parks and Recreation Department office within 48 hours outlining the nature of the protest. The letter must be accompanied by a \$50.00 check, made payable to the "City of Chesterfield". The City of Chesterfield will rule on all protests. The \$50.00 check will be returned if the protest is upheld. Both teams will be notified of the result of the protest within 10 days of its submission. Protests may NOT be made on the umpire's judgment.
21. If a player is caught using an illegal bat that player as well as the team manager will be immediately ejected from the game and subsequently suspended from the following game. A bat will be deemed illegal if it does not meet USA Softball specifications.
22. The Run Rule will be 20 after 3, 15 after 4, and 10 after 5.
23. Both team managers must initial the scorecard at the end of the game to verify the scores are correct. The scores will be final and no changes can be made after it is initialed.

Section 3 - Coed Rules (for coed league only)

1. The 12-inch softball will be used for both male and female batters.
2. Batting Lineup: Batting order will alternate between male and female batters. Teams may bat all players present even if there are more players of one gender than the other. Both teams will keep track of separate male and female batting orders, alternating them in order among each other.
3. Defensive Lineup: If playing with eight (8) defensive players, at least four (4) of the players must be female. If playing with nine (9) defensive players, at least four (4) of the players must be female. If playing with ten (10) defensive players, at least five (5) of the players must be female.
4. Defensive Positioning: All outfielders must stay beyond the infield until the ball is batted.

USA SOFTBALL RULE BOOK

RULE 8, SECTION 1 C 4 STATES. "(Coed) the ball is dead. A walk to the male batter will result in a two base award. The next batter (a female) shall bat.

EFFECT: the ball is dead

EXCEPTION: With two outs, the female batter has the option to walk or bat.

EFFECT: Should the female batter-runner pass a male batter-runner when choosing to walk no out should be called during the dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed